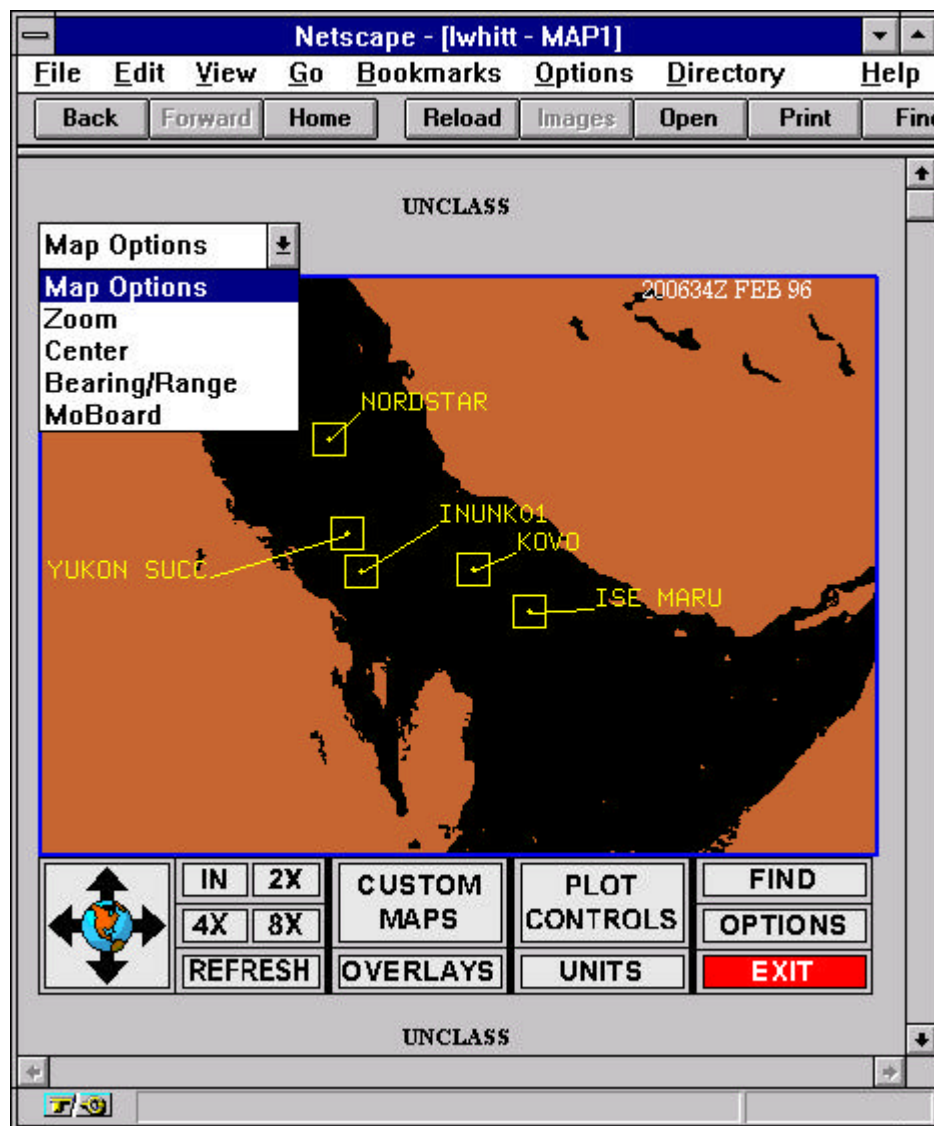# 5.   MAP OPTIONS

From the virtual command center, a tactical display can be accessed by clicking on a wall chart or clicking on the globe to present a list of custom, system, and DMA maps. Several options are available to manipulate and control the tactical display, as described below. Note that a date-time is placed in the upper right-hand corner of the display indicating when the map was created. In ELVIS version 1.3, these maps are static and must be refreshed manually (using the REFRESH button on the tool bar below the tactical display) to retrieve the most current positions.

MAP OPTIONS - This pull-down menu, located above the tactical display, provides the following capabilities:

> **Zoom** - After choosing this option, the user selects upper left and lower right points on the display forming a virtual "zoom" box. These selected points will not be displayed (in

particularly, there is no dynamic zoom box to provide immediate feedback on the target area). The map zoom begins after the second point is selected. On slow networks, it may be necessary to wait a couple of seconds before clicking the second point.

Center - After choosing this option, the user selects a single point on the display for the new map center. The map re-centers after the point is selected.

Bearing/Range - After choosing this option, the user selects two points on the display for a bearing/range calculation. The map re-generates after the second point is selected. The new map shows a line segment connecting the points along with the computed range and bearing (in great circle geometry).

MoBoard - After choosing this option, the user selects a point on the display as the center of the MoBoard (Maneuvering Board). The map is re-drawn with range circles and cardinal bearing lines (the range circle radius is set under the PLOT CONTROLS option).

TOOL BAR - The tool bar, located below the tactical display, provides the following capabilities:

Arrows - Clicking on an arrow moves the tactical display a specified distance (determined by the Pan Percentage setting under the PLOT CONTROLS button, Miscellaneous option). Clicking on the globe between the arrows displays the whole world.

IN - Clicking on this button reduces the map radius by a factor of 1/2.

2X - Clicking on this button doubles the map radius by a factor of 2.

4X - Clicking on this button doubles the map radius by a factor of 4.

8X - Clicking on this button doubles the map radius by a factor of 8.

REFRESH - Clicking on this button refreshes the map. Since web browsers display static images, it may be worthwhile to update the tactical display periodically. In ELVIS version 2, this process will be automated (based on a user-specified recycle rate). For version 1.3, the refresh is a manual process and a date-time-group is displayed in the upper right corner of the map as a time stamp.

CUSTOM MAPS - Clicking on this button provides the same access to the custom maps as clicking on the globe in the virtual command center. Section 6.1 provides a complete description of the options under custom maps.

OVERLAYS - Clicking on this button provides a list of UB overlays that can be activated, as described in section 6.2.

PLOT CONTROLS - Clicking on this button provides a template for configuring the display of units, as described in section 6.3.

UNITS - Clicking on this button provides a list of units in the tactical display, as described in section 6.4.

FIND - Clicking on this button provides a search template for finding units, based on unit name, flag, type, or hull, as described in section 6.5.

OPTIONS - This option is reserved for future capabilities.

EXIT - Clicking on this button returns the user to the virtual command center.